

2.6. The bonus jumper system how it works

Statement: At the right hand side of the SCC unit are located the so-called coin inputs designated by the numbers 1,2,...,10,20. These inputs are used to set a monetary value to the „basic unit“ the computer uses to figure credits. If no bonus jumpers are inserted and input 1 is shorted to ground by a coin validator the SCC gives one credit. This corresponds to a basic unit and will be called as one input pulse in the following description. In most applications one input pulse agrees to the lowest coin value. The terminals 2 to 20 give corresponding to their number 2 to 20 input pulses per coin insertion.

If no jumpers are inserted each input pulse switches the SCC unit to the next bonus step B1 - B4. This is first of all without result because no jumpers are set in the columns B1 to B4.

If there are jumpers set in B1 to B4 additional credits will be given corresponding to the reached bonus step and the jumper setting in this step.

Example: B1 is set from 0 to 3: By reaching the first bonus step (after one input pulse) one basic credit is given + 3 credits from the bonus step B1 = 4 credits will be displayed

If the same jumper is set in B2 and the next input pulse reaches the SCC unit, it will switch to the next bonus step

B2 and the credits given before the basic credit from the input pulse and the three credits from B2 will be added $4 + 1 + 3 = 8$ credits. This is repeated until B4 is reached.

If the jumper BR is set the SCC unit it will stay in step B4 until the next selection is made. At each input pulse the basic credit of this pulse and the bonus credits from step B4 will be given. If BR is not set the SCC will jump back to step B1 when B4 is overflowed.

A jumper in BS causes the computer not stepping at each input pulse to a new bonus step but moreover when two or up to seven input pulses have reached it. For example, if a jumper in BS is set from 0 to 4 the bonus step B1 will first be reached after 4 input pulses. B2 will be reached after the next 4 pulses.

A jumper in GP means that the computer will not give a basic credit at each input pulse, but will only give a basic credit after the programmed number of credits in GP.

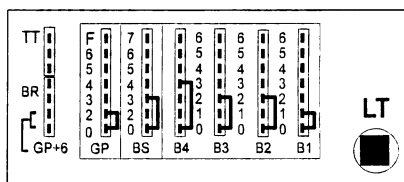
Example: GP: 0 -> 4 = 4 input pulses give one credit. This system is needed to enable the machine to deal with smaller coins as a nickel and to be able to interface with foreign coin systems.

The table below gives an example for the following jumper setting:

BR = no Bonus Reset (B4 repeat)

BS = Bonus Step

GP = Basic Price

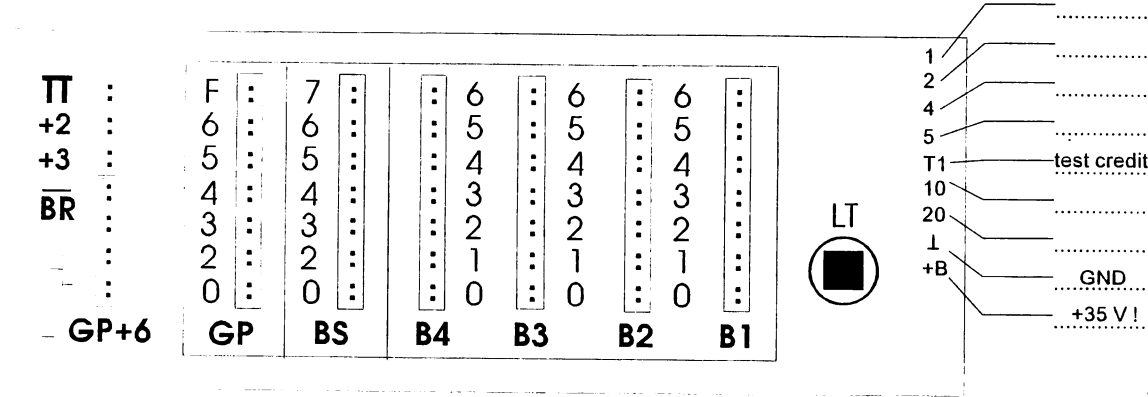
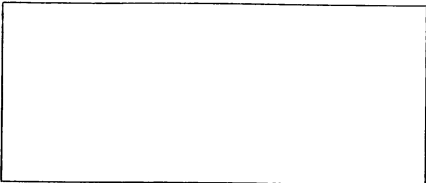


pulse	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.
plays from GP	-	1	-	1	-	1	-	1	-	1	-
from bonus step			B1			B2			B3		
plays B1...B4			1			2			2		
total plays	-	1	2	3	3	6	6	7	9	10	10

pulse	12.	13.	14.	15.	16.	17.	18.	19.	20.	21.	22.
plays from GP	1	-	1	-	1	-	1	-	1	-	1
from bonus step	B4			B1			B2			B3	
plays B1...B4	3			1			2			2	
total plays	14	14	15	16	17	17	20	20	21	23	24

The table on the opposite page can be used as a copy template for your own calculations.

Price settings:



pulse	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.	16.	17.	18.	19.	20.	21.	22.	23.	24.	25.
inserted money																									
plays from GP:																									
from bonus step																									
plays B1...B4																									
total plays																									